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Thomas et al.

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(54) **SYSTEM AND METHOD OF GAMIFICATION OF REAL-LIFE EVENTS**

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This patent is subject to a terminal disclaimer.

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(58) **Field of Classification Search**
USPC 463/1, 7, 25, 30–33, 42
See application file for complete search history.

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(57) **ABSTRACT**

There is a system and method for gamification of real-life events over a computerized network. The system includes an observer module configured to generate real-life data in response to observation of a real-life event. The system includes an interface engine module configured to operate an ongoing computerized game that includes game objects. The system includes an implementation module configured to receive an implementation instruction and automatically effect a real-world occurrence associated with the implementation instruction. The system includes a control module, including a processor, configured to convert real-life data from the observer module into a game object, provide the created game object to the interface engine module for injection into an ongoing computer game, and convert a player interaction into an implementation instruction and provide the same to the implementation module. The system includes a player module configured to permit a player to play the ongoing game.

20 Claims, 12 Drawing Sheets

